TRIGGER FINGER BASICS

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WHAT ARE THEY ?

These **Trigger Finger MIDI controllers** do not contain sounds. You use them to play virtual MIDI instruments, such as drum machines, within Protools.

They plug into the computers via a USB cable. They do not require separate power.

You can borrow these from the Resource Centre for on-campus use.

WHAT CAN I USE THEM TO PLAY ?

In order to see the range of MIDI instruments available, see the **Instruments** section (particularly the drum machines sub-section) of the **Plug-Ins SUMMARY.pdf**

Student – Classwork – Documentation – Audio – COFA Studios/equipment – MIDI Controllers

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HOW DO I SET THEM UP IN PROTOOLS ?

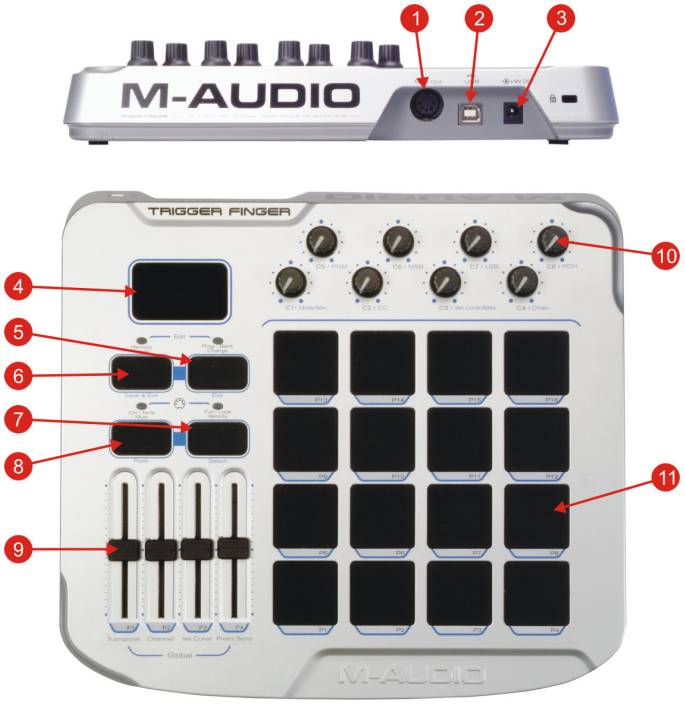
In order to set them up to play MIDI instruments, see the following section of the **cofa PROTOOLS manual.pdf :**

section 10 – MIDI RECORD/EDIT
midi : SETUP INSTRUMENT TRACK

Student – Classwork – Documentation – Audio.

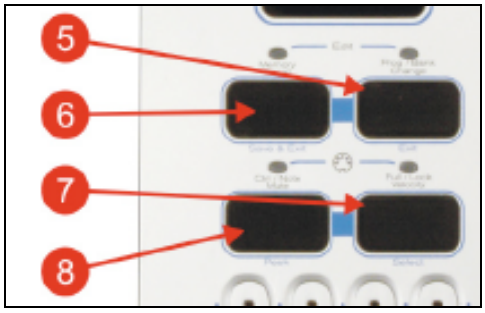
Hardware Controls and Indicators

This section will familiarize you with the interface of the Trigger Finger. Please reference the image below when reading about each control.



1. **MIDI Out Jack:** This jack outputs MIDI information from either the Trigger Finger control surface or from the host computer.
2. **USB Port:** The Trigger Finger is connected to a host computer through this port using the supplied USB cable.
3. **PSU Jack:** When using the Trigger Finger while disconnected from a computer, an optional DC power supply can be connected to this jack in order to power the unit.
4. **LED Display:** This three-digit display will show the current memory location being used as well as values for the Trigger Finger's various parameters.
5. **Program / Bank Change / Exit Button:** This button is used to send program/bank changes from the Trigger Finger. It is also used to exit the Edit Mode without saving your changes (more on this in the section titled "Editing the Trigger Finger").
6. **Memory Recall / Save & Exit Button:** This button is used to recall one of the 16 memory locations in the Trigger Finger. It will also save your edits when exiting Edit Mode.
7. **Lock / Full Velocity / Select Button:** This button cycles through the Trigger Finger's two velocity control modes: Locked Velocity and Full Velocity. When editing the Trigger Finger, this button is used to select one of the 8 knobs for programming.
8. **Ctrl / Note Mute / Peek Button:** Pressing this button will cycle through the two Mute Modes available on the Trigger Finger: Control Mute and Note Mute. When editing the Trigger Finger, this button is used to view the current setting of a control without changing it.
9. **Programmable Sliders:** When performing, these faders will transmit MIDI controller information. When in Edit Mode, these faders will set the global parameters (more on this in the section titled "Editing the Trigger Finger").
10. **Programmable Knobs:** When performing, these knobs will transmit MIDI controller information. When in Edit Mode, these knobs are used to set the values (such as note, controller, and channel) for the Trigger Finger's pads, sliders, and knobs (more on this in the section titled "Editing the Trigger Finger").
11. **Programmable Pads:** These 16 pads are velocity sensitive, meaning that they can sense how hard or soft they are struck. They are also pressure-sensitive, meaning they will transmit MIDI controller information based on how hard you press on the pads, similar to aftertouch on a keyboard. The pads are also used to recall and save memory locations (when used in conjunction with the Memory Recall Button) and to issue Program/Bank Changes (when used with the Prog/Bank Change Button).

MAIN PROGRAMMING BUTTONS

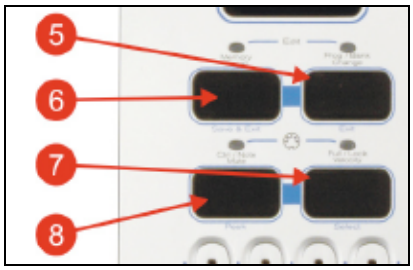


5. **Program / Bank Change / Exit Button:** This button is used to send program/bank changes from the Trigger Finger. It is also used to exit the Edit Mode without saving your changes.

6. **Memory Recall / Save & Exit Button:** This button is used to recall one of the 16 memory locations in the Trigger Finger. It will also save your edits when exiting Edit Mode.

7. **Lock / Full Velocity / Select Button:** This button cycles through the Trigger Finger's two velocity control modes: Locked Velocity and Full Velocity. When editing the Trigger Finger, this button is used to select one of the 8 knobs for programming.

8. **Ctrl / Note Mute / Peek Button:** Pressing this button will cycle through the two Mute Modes available on the Trigger Finger: Control Mute and Note Mute.
When editing the Trigger Finger, this button is used to view the current setting of a control without changing it.



LOADING A PRESET (16 available)

- Press **6** (memory recall, **top left** of the four above)
- Press a **PAD** – preset numbers are below them, e.g **"P1".**

EDIT A PRESET

- Press **5 + 6** (**top two buttons above**) simultaneously.
- The red LEDs above them flash.
- Press a **pad** that you want to edit, e.g. change to a different note.
- Turn the **c1/note/min knob** *(see below)* while tapping the pad. You will hear the different notes being selected.

Try this, for example, with a Fluidsynth percussion-instru soundfont (e.g. Latin 1, congas and timbales preset) – you can see and hear the different notes being selected on the keyboard.

TO SAVE PRESET CHANGES (continuing example above)

- Press button **6** (**top left** of the main 4). **Blue text** below button has **'save and exit'.**
- Then press a **pad** to save to a particular preset location from 1-16 (see preset numbers below pads).

Or CONTINUE WITHOUT SAVING (continuing example above)

- Press button **5** (**top right** of the main 4 buttons). **Blue text** below button has **'exit'.** Your changes will, however, remain active until you choose another preset.

SAVE YOUR PRESET BANK using ENIGMA application

- Open the application **ENIGMA** (Applications – Audio) *while you have the Trigger Finger plugged in.*
- Select USB Trigger Finger Memory (with **red dot** next to it), as below :

- Click the **DOWN arrow** above *that (see left in above diagram).*
- This downloads the current bank of 16 presets **from the Trigger Finger** itself to the software. The Trigger Finger's screen will flash **SYS** until this is complete.
- In the ENIGMA software, choose **FILE menu : Export Preset Bank.** In the dialog box, name it while retaining the **'.xml'** extension. Put the file where you will find it, e.g. in your Protools session folder.

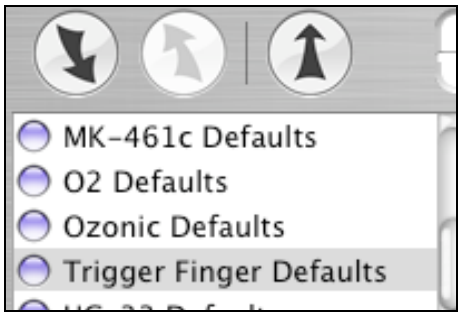
RE-LOAD YOUR PRESET BANK using ENIGMA application

- Open the application **ENIGMA** (Applications – Audio) *while you have the Trigger Finger plugged in.*
- In the ENIGMA software, choose **FILE menu : Import Preset Bank.**
- Choose the **.xml** file that you previously saved in the section above.
- It will appear with an **orange dot** next to it, as in "Simon" below :

- Click the **UP arrow** above *that (see top right in above diagram).*
- This uploads your bank of 16 presets from the software to the Trigger Finger. The Trigger Finger's screen will flash **SYS** until this is complete.

RESTORE DEFAULT PRESET BANK using ENIGMA application

- Open the application **ENIGMA** (Applications – Audio) *while you have the Trigger Finger plugged in.*
- In the ENIGMA software, choose **Trigger Finger defaults** from the list at the left.



- Click the **UP arrow** above *that (see top right in above diagram).*
- This uploads the default bank from the software to the Trigger Finger. The Trigger Finger's screen will flash **SYS** until this is complete.

LOAD THE 'COFADRUMS.xml' FILE

This is a bank containing a few presets set up for virtual drum instruments available on the **cofa computers**.

Note: Loading this will **erase any of your own presets** in the Trigger Finger, so make sure you have **SAVED** them first.

Copy the file **CofaDrums.xml** to your Protools session folder.
You will find this file at :

Student – Classwork – Documentation – Audio – COFA Studios/equipment – MIDI controllers.

- Open the application **ENIGMA** (Applications – Audio) *while you have the Trigger Finger plugged in.*
- In the **ENIGMA** software, choose **FILE menu : Import Preset Bank.**
- Navigate to **CofaDrums.xml** file.
- It will appear with an **orange dot** next to it, as below :

- Click the **UP arrow** above *that (see top right in above diagram).*
- This uploads the bank of 16 presets from the software to the Trigger Finger.
- The Trigger Finger's screen will briefly flash **SYS** until this is complete.

‘COFADRUMS.xml’ FILE : CONTENTS

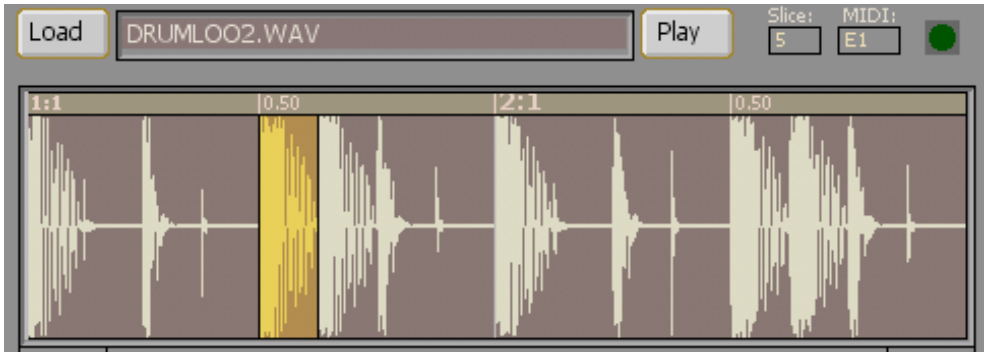
Preset 2 (PO2)

This preset maps Pad 1 = C1; Pad 2 = C#1 etc.

1 2 3 4 5 6 7 8
ORM_01wsh.L -NORM_02.L.w -NORM_03.L.w -NORM_04.L.w -NORM_05.L.w -NORM_06.L.w -NORM_07.L.w -NORM_08.L.w
9 10 11 12 13 14 15 16
-NORM_09.L.w -NORM_10.L.w -NORM_11.L.w -NORM_12.L.w -NORM_13.L.w -NORM_14.L.w -NORM_15.L.w -NORM_16.L.w

vstw-SR-202 : plays each pad from L-R, first row then second.

Reason Adapted REDRUM : plays each pad from L-R.



jk-LUPPO (pluggo) : plays each of the 16 slices in your loaded loop.

Preset 3 (PO3)

This preset has been set up for the pluggo **jk-Ddram** :

*Pads **1-12** go from **C2-B2***
*This will play your samples on each pad going from the bottom of the **jk_Ddram** interface going upwards.*

*Pads **13-16** are **C1, C#1, D1, D#1.***
These play your first four samples **backwards**, i.e those that you have loaded into the first four pads.

DRUM MACHINE BASICS

vstw-SR-202

WHERE IN PROTOOLS : *Inserts – other*
FULL MANUAL : *Documentation –Audio – Audio Plug-In manuals – VST manuals – VST Instruments - SR-202 (drumsample) manual.pdf*

SR-202 : CREATE PRESETS

The **"L" "C" "M" "D"** buttons on each drum pad respectively **Load, Clear, Mute** and **Solo** individual drum samples, so use **L** to load your own samples.
Your samples must be **MONO aiff or wav samples**.

SR-202 : LOAD AND SAVE PRESETS

Use the **Kit L** button to load existing drum kits from **System - Library-Audio-PlugIns-VST-SR202,** and **Kit S** to save your own collections (or alterations to existing ones). – add a '.202' extension when saving to your own session folder.

SR-202 CONTINUES

SR-202 : ENABLE TOUCH SENSITIVITY

Note that the **default** for the SR-202 is that **touch sensitivity (velocity) is off,** so it won't react to how hard you play the Trigger Finger pads or MIDI keyboard keys.

TO SWITCH TOUCH SENSITIVITY ON :

* Load a preset (**Kit – L** button) or create one by loading individual sounds.

* Turn the **GLOBAL** switch **on** (just below kit load)

: This means that all pads will be affected.

* Turn up **VEL** (velocity) in the **AMP** section.

* Turn **GLOBAL** off, so you can go back to changing pads individually

* Save your preset **(Kit-S)** , make sure you keep the .202 extension at the end.

OTHER ALTERATIONS TO SR-202 PRESETS

*Keep **GLOBAL** off for these so you can affect pads individually.*

SR-202 : PAD VOLUME AND PANNING

SR-202 CONTINUES

SR-202 : PAD PITCH CHANGE

The **TRANSPOSE** dial (TRSP) in the **SOUND** section changes the **PITCH** of individual pads (or ALL pads if GLOBAL is on).

The other main dials here are **BITSIZE** (bit) to degenerate your sound, and **DISTORTION** (DTN).

The neighbouring **PITCH** section enables pitch change to be affected by other factors, e.g. velocity.

NOTE

This "basic" manual is in progress. See the full **TRIGGER FINGER** manual for more detail, including :

- How to program your presets using the ENIGMA software.
- How to edit other factors than just which notes your pads play.